C55 MALL DISTRICT HOLDOUT

HARD / 4+ SURVIVORS / 90 MINUTES

A Mission by Samuel Udd

The unusual methods we used to fix the police car finally backfired. The car is done, but we can repair it with the right tools and supplies... all things we don't have.
Lady luck being an ironic vixen, at least we find ourselves in a shopping district. Let's make a checklist, people! I'm sure we can find everything we need to - Hey, did you hear that?

Material needed: **Season 1, Toxic City Mall**.
Tiles needed: **1B, 1C, 1M, 2M, 3M, 4B, 4D, 4M & 5F**.

OBJECTIVES

It's so close yet seems so far away.
1 – Find the right tools and supplies. There are red "X"s where you can find some. Collect all the red Objectives.

2 – Once your shopping is done, go back home. Reach the Exit with at least one Survivor. Any Survivor may escape through this Zone at the end of his turn, as long as there are no Zombies in it.

SPECIAL RULES

• **Watch the manhole!** Each red Objective gives 5 experience points to the Survivor who takes it. Each time a red Objective is taken, spawn **four** Zombie cards on the blue Spawn Zone. This is the only way in which the blue Spawn Zone produces Zombies.

• **Let's have a look at that wound.** The blue and green Objectives can only be taken if there are at least two Survivors in their Zone. The Survivor taking either of them can discard one Wound card.

• **Blue door, green door.** The blue and green doors are linked and can be opened like regular doors. Whenever one is opened (or closed), the other does the same.

• **Check the trunk!** Each Survivor can Search the police car only once. Draw cards until you find a weapon. Discard the other cards. The Aaahh! card triggers the appearance of a Walker as usual and interrupts the Search.

• **Pimpmagic!** You can Search the pimpmobile only once. It contains The Evil Twins, Ma's Shotgun, or Pa's Gun.

• **You can't use cars.**